

SPELL WIZARD™

For the ATARI 400/800® Computer

By
Phillip Dennis &
David Selenkow
© Special Software Systems

Copyright © 1982

Datasoft Inc.®
COMPUTER SOFTWARE

9421 Winnetka Avenue
Chatsworth, CA 91311

ALL RIGHTS RESERVED

ATARI is a registered trademark of ATARI Inc.
SPELL WIZARD is a registered trademark of DATASOFT Inc.

TABLE OF CONTENTS

INTRODUCTION	1
REQUIREMENTS	1
HOW DOES SPELL WIZARD WORK?	1
START UP PROCEDURE	2
THE MAIN MENU	3
THE SYSTEM RESET KEY	4
PROOF A DOCUMENT	4
Continue Scanning	6
Make Correction	6
Search Dictionary	7
"Wild Card" Search	7
Adding Words to User Dictionary	8
Maintenance of User Dictionary	10
PRINT DICTIONARY	10
SEARCH DICTIONARY	11
EXIT SPELL WIZARD	12
PROGRAM CONSTRAINTS	12
SPELL WIZARD ERROR MESSAGES	13
SYSTEM ERROR MESSAGES	15

SPELL WIZARD

INTRODUCTION

SPELL WIZARD for the ATARI computer is an easy-to-use, fast, accurate, and versatile spelling checker for those who write and edit text at home, school, or the office. It offers you a comprehensive 33,000+ word dictionary comprised of the essential words you'll need. It quickly scans your text files at 600 words per minute and automatically identifies any misspelled words and allows you to immediately correct them in-line. Because it is a stand-alone utility you can correct mistakes without using your word processor. It will proof any text files created with word processor programs (such as TEXT WIZARD) using ATARI 2.0S disk operating system (DOS).

Other features allow you to search any portion of the dictionary for a correct spelling, print out any portion of the dictionary or write your own custom dictionary.

REQUIREMENTS

The SPELL WIZARD package contains one program diskette and one main dictionary diskette. You will need:

- ATARI 400/800 computer
(32K minimum, 48K recommended)
- disk drive (1 or 2)
(ATARI 810 or Percom)
- video display (T.V. or monitor)
- text files created with the standard
ATARI 2.0S version disk operating
system
- ATARI compatible printer
(optional)
- interface module for printer

HOW DOES SPELL WIZARD WORK?

SPELL WIZARD is menu driven, designed to save you time while increasing your productivity. Just select the desired option

and in most cases answer the displayed prompt with a YES or NO. It's a powerful tool, and very easy to use!

While reading your document file, SPELL WIZARD records the total words it has read, and how many unique words it has found. As it reads, this information is displayed for you in labeled windows similar to odometers recording miles traveled. It builds a word list consisting of all unique words in the file. Unique words are all the different words appearing in your text file. SPELL WIZARD counts each unique word only once. By maintaining the unique word list SPELL WIZARD reduces the amount of time required to proof a document because it only checks the dictionary for a word once.

SPELL WIZARD provides a combination of large dictionary size and rapid proofreading speed. The larger the dictionary, however, the more words there are to be checked, and the time required for proofing a document increases proportionately. A 33,000+ word dictionary was found to provide optimum efficiency. For the average text of a non-technical nature, SPELL WIZARD will contain over 90 per cent of the words and check them rapidly. You can also write separate dictionary files containing any specialized or technical words unique to your documents, as you need them.

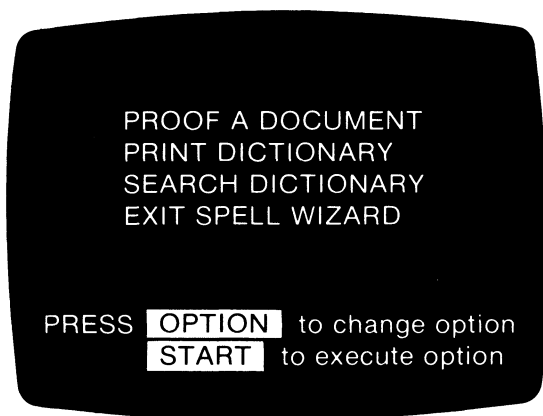
START UP PROCEDURE

Whether you use one or two drives, the instructions for using SPELL WIZARD are identical except that upon booting the program, the displayed prompts will be slightly different. With a two-drive system the frequency of removing and inserting diskettes will be greatly reduced. The two-drive system will be explained where appropriate.

1. Turn on the T.V. or video monitor.
2. Turn on the disk drive(s) and insert the SPELL WIZARD program diskette into drive #1. Close disk drive door. (BASIC cartridge should be removed from computer).
3. Turn on the computer. The program will load automatically.

THE MAIN MENU

If you are using only one drive the MAIN MENU will appear on the screen with the following options:



(Two-drive system: After booting the program you will be prompted to insert the main dictionary in drive #1 and your document disk in drive #2 and press **RETURN**. The MAIN MENU will then appear.)

PROOF A DOCUMENT allows you to search a text file for misspelled words.

PRINT DICTIONARY lets you print out any portion of the dictionary disk.

SEARCH DICTIONARY permits you to check the main dictionary for a particular word or words.

EXIT SPELL WIZARD allows you to automatically boot to your word processor after you have finished using SPELL WIZARD.

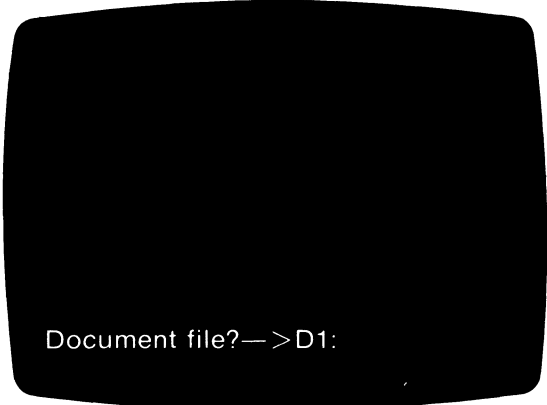
Press the **OPTION** key to move the cursor to one of the four options. The **START** key executes each option.

THE **SYSTEM RESET** KEY

This key is used to abort any executed option or command and to return the MAIN MENU to the display. You may use the key at any point in the program.

PROOF A DOCUMENT

Press **OPTION** to move the cursor to PROOF A DOCUMENT. Now press **START**. You will be prompted to insert the document disk and press **RETURN**. A catalog of the disk will be displayed and you will be prompted:



Document file?—>D1:

(Two drive system: The prompt will display "D2:" after the arrow.)

Type the name of the file you want to proof and press **RETURN**. The document file you specified will load into the SPELL WIZARD program. As the file is being loaded each individual file word is counted. The screen will display a running count of total words read. The number of unique words is also counted and the total displayed.

After the document file has been loaded into the program and all words have been counted, you will be prompted to insert the main dictionary. Remove the document disk from the drive, insert dictionary disk, and press **RETURN**.

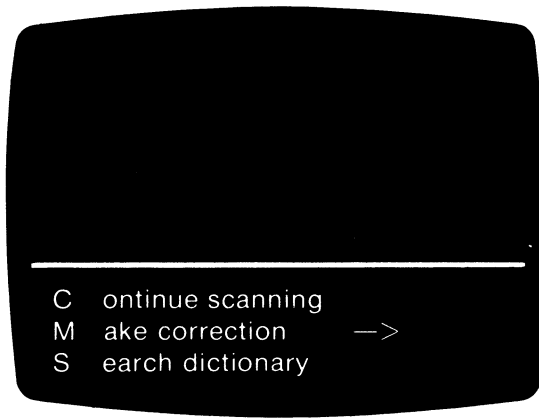
SPELL WIZARD will read the dictionary to search for all the unique words in your file. You can observe a running count on the display of all the words being read in the dictionary as it searches. This dictionary "odometer" tells you how many dictionary words SPELL WIZARD had to scan in order to determine which words were and were not in the dictionary.

After SPELL WIZARD has read the dictionary, you will be asked if you want to check a "user dictionary." (The instructions for writing your own dictionary are discussed later.) If you want to check your user dictionary, press **Y** and, as you are prompted, insert your dictionary into the drive after you remove the SPELL WIZARD dictionary. Press **RETURN**. SPELL WIZARD will search this dictionary for any words in your file not found in the main dictionary. (Note: if using two drives always insert user dictionary into drive #2. The program dictionary should always be in drive #1.) If you do not want to check another dictionary, press **N** and **RETURN**.

You will then be asked if you want to correct any file words the program could not locate in the dictionary. If you do not want to correct at this point press **N** and **RETURN**. You will then be prompted to press **RETURN** for the MAIN MENU. If you want to correct any words press **Y** and **RETURN**. You will be prompted to insert your document disk and press **RETURN**.

The document file will again automatically load into SPELL WIZARD. The screen will now contain a text window in the mid-portion of the display, and your text will appear with any words not in the dictionary displayed in inverse video. (If SPELL WIZARD found that all the unique words in your file were contained in the dictionary or dictionaries, you will be prompted with: "No errors, press **RETURN** to continue." This will return you to the MAIN MENU.) You have a choice among three

commands to execute for each flagged (inverse) word. The three commands will appear in the prompt area at the bottom of the display:



Continue Scanning

Press **C** and **RETURN** if the word flagged is spelled correctly. SPELL WIZARD will quickly scan to the next word.

Make Correction

Press **M** and **RETURN** if the word flagged is misspelled. You will be prompted to enter the correct spelling. After entering the correct spelling press **RETURN**. As a double check, you will be prompted again with:

Accept correction (Y/N)?

If you accept the correction press **Y** and SPELL WIZARD will automatically store the correct spelling in memory to be later saved in your text file. The text scanning process will immediately resume and the next word not found in the dictionary will be flagged. If you change your mind and do not accept the correction you typed, press **N** and **RETURN** and the scanning process will continue. This correction will not be saved in memory.

Search Dictionary

If you want to search the dictionary for a correct spelling of the flagged word, press **S** and **RETURN**. You will be asked:



The Search feature offers you a number of ways to utilize the dictionary. First, you can type a word after the displayed question and press **RETURN**. You will then be asked to insert the main dictionary. Remove the document disk and insert the dictionary disk. Press **RETURN**. If the word is in the dictionary it will be displayed in the dictionary window above the text window. If the word is not in the dictionary, the window will display the word and the message **Not found**. You may check other spellings by repeating the **S**earch command. Remember, the dictionary disk is already in the drive!

When you find the correct spelling, press **M** and **RETURN** and exercise the **M**ake correction option. If you cannot find the correct spelling you may try a second method of search utilizing the "wild card" feature.

"Wild Card" Search

The wild card feature is helpful when you are unsure about the correct spelling of a word. If, for example, you do not know the correct spelling of "paleontology" you can instruct SPELL WIZARD to search for and display all the words beginning with

"pal" by typing **pal***. The ***** instructs the computer to list all words beginning with "pal". Try this command and you will see an alphabetical list of all words beginning with "pal" scroll before you on the screen. To stop and start the scrolling press the space bar.

After the complete list is displayed, you may again execute any of the three commands, **C**, **M**, or **S**. If you are searching through a long list of words and want to abort the search at any point, press the space bar to stop the scrolling and then press **ESC**. The scrolling will stop and the **C**, **M**, and **S** commands will again be displayed. You may proceed by executing any of the three commands.

Note: the wild card feature *cannot* be used as a *prefix* to any word or group of letters. For example, the command ***ology** will not instruct the program to list all the words in the dictionary ending in "ology."

When SPELL WIZARD is finished checking your document file, the screen will ask if you want to:

Save corrections (Y/N)?

If you want to save the corrected words in your file, press **Y** and **RETURN**. You will be prompted to insert the document disk and press **RETURN**. SPELL WIZARD will automatically save your new, corrected text on top of the old text.

Adding Words to User Dictionary

If you want to add any of the words flagged in your text during the text scanning process to your own dictionary, press **Y** and **RETURN** in response to the next displayed question:

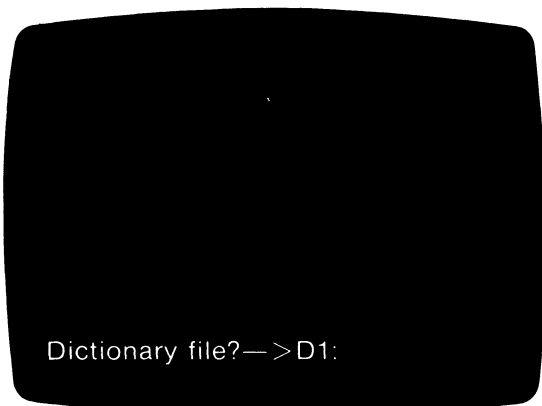
Add words to user dictionary (Y/N)?

A NO response will terminate the editing mode and you will be prompted to press **RETURN** for the MAIN MENU.

If you respond with a YES, you will then be asked if you want to verify each word before adding it to your dictionary. Press **Y** and **RETURN** if you do. Each word in your text that was

flagged earlier will be displayed again in the text window, and for each word you will be prompted: "Add to user dictionary (Y/N)?". Respond with a **Y** **RETURN** if you want the word in the dictionary, and an **N** **RETURN** if you do not.

At the completion of the verification process you will be prompted to insert your user dictionary disk. Any dictionary files you create should be written on diskettes other than the SPELL WIZARD program and SPELL WIZARD dictionary diskettes. The only requirement is that each diskette you use be formatted. Insert your formatted diskette and press **RETURN**. Your screen will now display a catalog of your disk (707 FREE SECTORS, if a new disk) and the prompt:



Dictionary file?—>D1:

(Two drive system: Insert user dictionary into drive #2. The prompt will be "Dictionary File?—> D2:".)

Type the file name you wish to use and press **RETURN**. The words will be saved alphabetically on your disk under that file name. You will then be prompted to press **RETURN** for the MAIN MENU.

If you want to add all the flagged words to your dictionary, press **N** and **RETURN** in response to the verification question. All words that were flagged in the text window during the proofing process will then be automatically saved in your dictionary file after following the above directions.

Maintenance of the User Dictionary

All words that you specify be written into your dictionary are alphabetized within each file and this process will automatically occur each time you enter new words into already existing files or new files. You may use your word processor to access your user dictionary files to add or delete words. Any dictionary files you alter will be automatically updated (alphabetized) when you again add words with SPELL WIZARD. NOTE: these files must be updated in the "Add words to dictionary" mode before the files can again be used as an auxiliary to the main program dictionary.

The same program constraints which apply to the SPELL WIZARD main dictionary (described later) concerning capitalization, hyphenations, possessives, contractions, and numeric strings also apply to user dictionaries

In addition, you may add word phrases or foreign word phrases to your dictionary, but SPELL WIZARD is designed to recognize such word phrases (e.g., "non sequitur," or "et cetera") as two separate words, because it will not recognize the embedded space between words.

PRINT DICTIONARY

This option will allow you to obtain a hard copy print-out of any portion of the dictionary or of the entire dictionary. Return to the MAIN MENU and move the cursor to PRINT DICTIONARY. Press **START**. The screen will display:



Type in the word or use the wild card ***** to instruct SPELL WIZARD to print a list of words. The words will be printed in four columns across the page. Use the space bar to stop and start the printing. After the printing is complete you will be prompted to press **RETURN** for the MAIN MENU.

To stop the printing at any point in order to return to the MAIN MENU, stop the printing (by pressing the space bar) and then press the **ESC** key.

SEARCH DICTIONARY

This option is useful if you just want to search the dictionary for a word or words. It is identical to PRINT DICTIONARY except that the SEARCH option prints the dictionary to the screen only.

To search the dictionary, return to the MAIN MENU and move the cursor to the SEARCH DICTIONARY. Press **START**. You will be asked:



Type in the word or use the wild card ***** to display a list of words if you are unsure of a correct spelling. Use the space bar to stop and start the scrolling. Typing only ***** after the displayed question will instruct the program to list the entire dictionary on the screen.

After you find the word(s) you are searching for, press the space bar to stop the scrolling and then press **ESC**. You will then be prompted to press **RETURN** for the MAIN MENU.

EXIT SPELL WIZARD

This option allows you to automatically boot your word processor program. Press **OPTION** to move the cursor to EXIT SPELL WIZARD. Press **START** and you will be prompted to:



Insert Word Processor Disk,
Press **RETURN**

The word processor disk will automatically load, and you may then resume word processing.

PROGRAM CONSTRAINTS

TEXT FILE LENGTH: Linguistic studies have shown that even lengthy texts do not usually contain more than 1000 *unique* words. However, it is possible that you may want to proof a document file with more than 1000 unique words. Such a document will exceed the program's memory capacity. In this case, the error message "No room for words" will be displayed. The easy solution is to simply divide the document into two or more smaller files and proof each file separately. (Be sure to give each file a different name.)

HYPHENATIONS: SPELL WIZARD's dictionary contains many hyphenated words. Those not in the dictionary will be flagged for your inspection.

CAPITALIZATIONS: SPELL WIZARD converts all text to lower case characters before searching its dictionary because the dictionary does not contain proper nouns. Similarly, any capitalized words appearing in user dictionaries are de-capitalized prior to proofing. For example, both "Minneapolis" and "minneapolis" would be assumed correctly spelled if appearing in a document file checked against a user dictionary containing "Minneapolis."

The only exception to the above is for the following five words: I, I'm, I'd, I'll, I've. When proofing your document, SPELL WIZARD will identify these words as misspelled if they are not capitalized.

CONTRACTIONS: The SPELL WIZARD dictionary contains a complete set of standard verb contractions.

POSSESSIVES: SPELL WIZARD will flag all words ending with "'s" and "s'" for your inspection under the assumption that apostrophes may be typographical mistakes requiring correction.

NON-ALPHABETIC CHARACTERS: SPELL WIZARD does not recognize numeric and other non-alphabetic character strings and will flag them for inspection. Similarly, non-alphabetic character sets are improper entries in user dictionaries.

SPELL WIZARD ERROR MESSAGES

1. Boot error

Cause: SPELL WIZARD is designed to run in drive #1. It is not in drive #1 OR the drive door is not shut.

Recovery: Make sure the program disk is in drive #1 and that the door is shut. Turn off the computer and reboot.

2. Empty file!

Cause: The document file that you specified does not contain any text.

Recovery: Press **RETURN** to display the MAIN MENU and find your file, using either SPELL WIZARD (PROOF A DOCUMENT) or your word processing program.

3. Error in file name

Cause: You have entered an improper file name. A proper file name must have eight or fewer alphanumeric characters. The first must be a letter. Also, a file name extender consists of 1 to 3 characters following a period after the file name. For example, FILE123.DAT and FILE123 are acceptable file names.

Recovery: Enter a proper file name and press **RETURN**.

4. File not found

Cause: The document file or user dictionary file that you specified is not on the disk in the drive specified.

Recovery: Make sure the drive specified contains the disk with the file you want. Make sure the file name is correct. Enter the file name and press **RETURN**.

5. Invalid response

Cause: This message appears above the prompt line when, in response to a prompt, a character is entered that is not a member of the set of acceptable responses. For example, one must enter either **Y** or **N** in response to all prompts ending in "(Y/N)?".

Recovery: Enter a valid response and press **RETURN**.

6. No room for words

Cause: Your document file contains more unique words than the program's allotted memory can hold.

Recovery: Press **RETURN** or **SYSTEM RESET** to return to the MAIN MENU. Select the EXIT SPELL WIZARD option and reboot your word processor. Split your document file into two smaller files and use SPELL WIZARD to proof the smaller files. (Be sure to give the two files different names.)

7. Not a dictionary disk

Cause: SPELL WIZARD was expecting the main dictionary disk, but you have inserted some other disk (perhaps a disk containing a user dictionary).

Recovery: Insert the SPELL WIZARD main dictionary disk as specified, and press **RETURN**.

8. System error invalid token

Cause: SPELL WIZARD cannot recognize one or more portions of data on the SPELL WIZARD main dictionary disk.

Recovery: Reboot SPELL WIZARD and select the SEARCH DICTIONARY option. If error recurs, then your dictionary disk may be damaged. Read the DATASOFT warranty card for further assistance.

SYSTEM ERROR MESSAGES

Consult your ATARI or BASIC manual for a description of any error numbers that may be displayed on the screen.

LIMITED WARRANTY

This software product and the attached instructional materials are sold "AS IS," without warranty as to their performance. The entire risk as to the quality and performance of the computer software program is assumed by the user. The user, and not the manufacturer, distributor or retailer assumes the entire cost of all necessary service or repair to the computer software program.

However, to the original purchaser only, DATASOFT warrants that the medium on which the program is recorded will be free from defects in materials and faulty workmanship under normal use and service for a period of ninety (90) days from the date of purchase. If during this period a defect in the medium should occur, the medium may be returned to DATASOFT or to an authorized DATASOFT dealer, and DATASOFT will replace or repair the medium at DATASOFT'S option without charge to you. Your sole and exclusive remedy in the event of a defect is expressly limited to replacement or repair of the medium as provided above. To provide proof that you are the original purchaser, please complete and mail the enclosed Owner Warranty Card to DATASOFT.

If failure of the medium, in the judgment of DATASOFT, resulted from accident, abuse or misapplication of the medium, then DATASOFT shall have no responsibility to replace or repair the medium under the terms of this warranty.

The above warranties for goods are in lieu of all other express warranties and no implied warranties or merchantability and fitness for a particular purpose or any other warranty obligation on the part of DATASOFT shall last longer than ninety (90) days. Some states do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you. In no event shall DATASOFT or anyone else who has been involved in the creation and production of this computer software program be liable for indirect, special, or consequential damages, such as, but not limited to, loss of anticipated profits or benefits resulting from the use of this program, or arising out of any breach of this warranty. Some states do not allow the exclusion or limitation of incidental or consequential damages so the above limitation may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

The user of this product shall be entitled to use the product for his/her own use, but shall not be entitled to sell or transfer reproductions of the product or instructional materials to other parties in any way.

SOFTWARE OPPORTUNITY

Datasoft is offering a unique opportunity to software authors. Send us your program or program concept for evaluation. If it is accepted for publication we will enter into a marketing agreement to sell your product through our Domestic and International distribution channels.

And the opportunity does not end there. We offer you something few other publishers can. We call it "Product Roll-Over." We have the capability to take a program and transfer it to other popular microcomputers (Atari, Apple, TRS-80 and NEC). We can even plan distribution on machines still in development that we feel will be a large part of tomorrow's market.

Datasoft works with several large microcomputer manufacturers on new and exciting projects. We are involved with many "famous-name" companies entering our industry for the first time.

So get the most exposure for your programming efforts. Write us for a free programmer's package and get a start on a rewarding future. It's waiting for you today.

Send your name, address and phone number to:

Datasoft Inc.®
Programmer's Package
9421 Winnetka Avenue
Chatsworth, CA 91311

Or call us at (213) 701-5161 and ask for our Software Manager.